

A large, hand-drawn red stamp with a rough, ink-like border. Inside the stamp, the word "MIRYIAD" is written in a bold, blocky, serif font. The stamp is centered on a light brown, textured background.

# MIRYIAD

Quick Start Rules

A red stamp with a thin, rectangular border, tilted at an angle. Inside the stamp, the words "HOW TO PLAY" are written in a bold, sans-serif font.

HOW TO PLAY



# OVERVIEW



MIRYIAD is a two player trading card game where you play as a vassal, a magical being with the power to communicate with otherworldly monsters! Exchange your life force to command monsters in a quest to destroy rival vassals, grow your power, and find a way back home! In a world where your life is currency and danger lurks around every corner, how will you escape MIRYIAD?

# HOW TO WIN

Successfully attack your opponent directly while they have no active life cards remaining OR be the player with the most LIFE left when all players run out of cards in their decks.

PLAYERS DON'T LOSE ON DECK OUT

# SETUP

1. Each player shuffles their deck of 39 cards, then places their 3 Life Cards face-down in any order.
2. Each player rolls a die.
3. Highest roller decides who goes first.
4. Players draw a hand of 6 cards from their deck.
5. Each player flips up their Life Cards.
6. First player begins their turn.



# GAMEPLAY

SP means "Soul Points"

At the start of the turn, the turn player draws 2 cards from their deck. **BUT NOT ON THE FIRST TURN!**

The turn player recovers SP equal to the number of their destroyed life cards +3.

## THE FOLLOWING TURN ACTIONS COST 1 SP:

- **FLIP** a face-down card you control face-up.
- **PLAY** a Soul from your hand face-up or face-down.
- Declare an **ATTACK** with a Soul you control.
- **READY** a Soul you control.

Turn Actions may be taken in any order.

These actions cost no SP!

- Using a life card ability (once per turn!)
- Playing a Wits card from ~~your~~ hand



SOULS

ATTACK

500

TYPES

FIRE UNDEAD

Effects

ON ATTACK: DRAW 2 CARDS,  
DISCARD 2 CARDS.

Life Cost

Name

FEUFLARE TESO

1

WCM-011

MIRYIAD

DAN KELLY

When Souls are in combat with other Souls, their **ATTACK** is compared. Whichever is higher is the victor. The loser is destroyed.

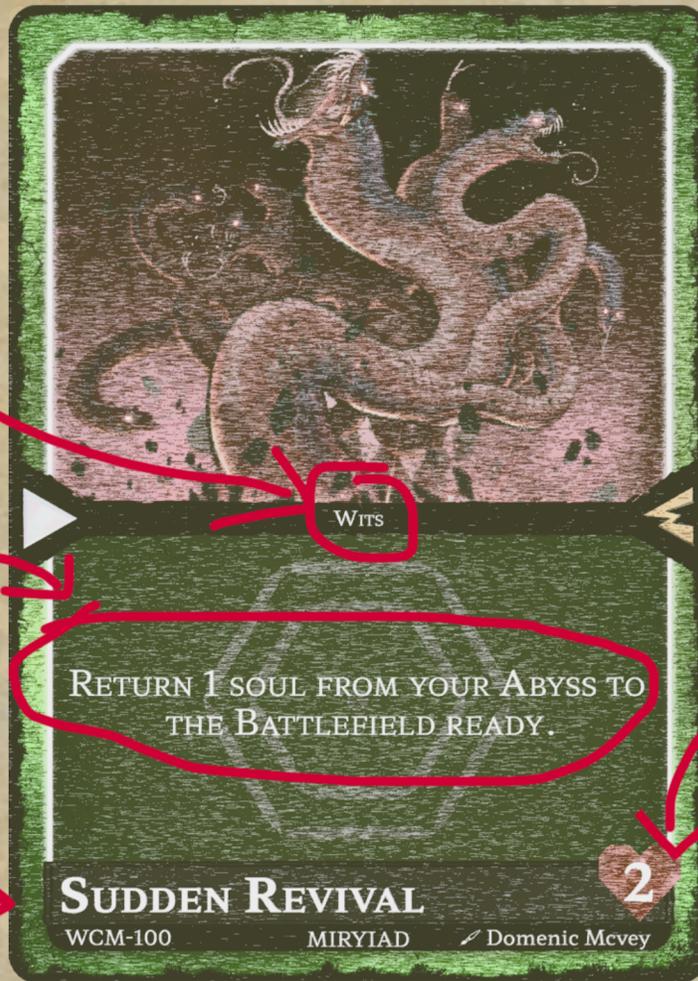
When a Soul is destroyed, it is sent to its owner's abyss and its controller loses Life equal to the Soul's **Life Cost**.

The **COST** of a Soul's effect must be met in order for that effect to resolve.

If a Soul is flipped face-up and cannot meet its effect "COST", that Soul is sent to its owner's dust



# WITS



Wits cards do not cost SP to play. When a Wits card is played, resolve any costs that it requires upon play, then, if it is not negated, resolve the Wits card.

When a Wits card resolves, its controller loses Life equal to its **LIFE COST**. Send the card to its controller's abyss afterwards.

Some Wits have the "QUICK" and "ITEM" typing.

QUICK Wits can be played at any time.  
ITEM Wits equip to a card on the battlefield and give static effects to the equipped card.



# LIFE CARDS

Effects of active Life Cards cost no SP and can be used once per turn!

NAME

BLAZE THE BEARDED DRAGON



Effects

**ABILITY:** A SOUL ON YOUR BATTLEFIELD GAINS +2000 ATTACK AND +1 LIFE COST UNTIL THE END OF THE TURN. YOU MAY DISCARD 1 FIRE SOUL TO DRAW 1 CARD.

**WHEN DESTROYED:** EACH PLAYER DISCARDS 2 CARDS, THEN YOU DRAW 1 CARD.

TYPES

FIRE FAMILIAR - 6 LIFE

Life

WCM-109

Life cards are the source of a player's Life Total.

The topmost Life card in a player's arrangement is the first to take damage. If damage on a Life card meets or exceeds its maximum Life threshold, that Life card is considered to be destroyed. Any excess damage rolls into the next Life card.

Once the LIFE of a Life card reaches zero, it is destroyed and flipped face-down in its current zone.

At the start of each turn, players gain 1 additional SP for each of their destroyed life cards!



# DECKBUILDING

MAIN DECK CARDS

- SOULS (the purple ones)
- WITS (the green ones)

To play a game of Miryriad, players must first construct a deck.

Each constructed deck is **42 cards** and consists of the following:

- **39 Main Deck cards**
- **3 Life Cards**

Life Cards start outside of the game

## DECKBUILDING RESTRICTIONS:

- You may include up to 1 copy of any Life Card.
- You may include up to 3 copies of any card.
- If your deck contents contain any ASTRAL cards, you **CANNOT** include any DARK cards.
- If your deck contents contain any DARK cards, you **CANNOT** include any ASTRAL cards.

There are no other restrictions.



# POSITIONS



SOUL cards can be found in 2 positions while on the Battlefield: **READY** and **USED**.

## READY



*A Soul is READY when it is in the upright position.*

## USED



*A Soul is USED when it is in the horizontal position.*

SOUL cards enter the Battlefield in the **READY** position.

*↑ REGARDLESS OF FACE-UP OR FACE-DOWN*

In order for a player to declare an attack with a SOUL card, they must move that card to the **USED** position.

Cards in the **USED** position can neither declare an attack nor be declared as a defender.

# THE BATTLEFIELD



The Battlefield is where you play your cards.



The **LEFT**, **CENTER**, and **RIGHT** lanes in the middle are where SOUL cards are placed.

LIFE cards are placed face-down in the **3** leftmost zones.

A player's DECK is placed in the **DECK** zone. **FACE-DOWN!!!**

The **Abyss** is where SOUL cards and WITS cards are placed from effects, the result of battle, or resolution.

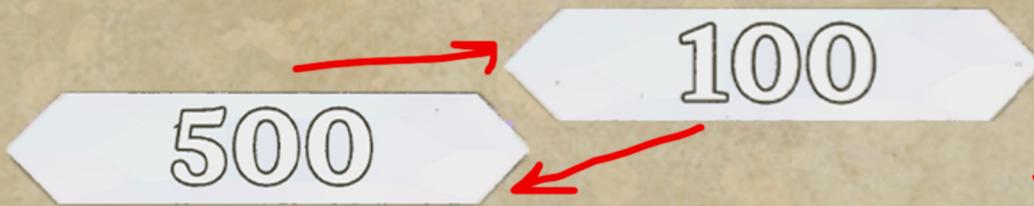
The **Dust** is an alternate zone to the Abyss. Cards that are sent here are more difficult to interact with.

# ATTACKING

A player may attack with a SOUL card that is in the READY position on their turn.

When a Soul card is chosen to attack, adjust the Soul card to the USED position.

When SOUL cards attack, their attack is sent down the lane in front of them. If there is a SOUL in the READY position that is in between the attacking SOUL and the opposing player, the two SOULS will enter combat.



When two SOULS enter combat, their ATTACK values are compared. The SOUL with the higher value is determined as the victor. The loser is destroyed and sent to its owner's Abyss.

**REMINDER!!!**

Players lose LIFE equal to a destroyed SOUL's LIFE COST

**ATTACKING SOUL**

*ignores used souls!!!!*



# DEFENDING

The first READY position SOUL an attacker meets is considered the DEFENDING SOUL.

If a player controls a face-down SOUL in the same lane as an attacking SOUL, that player may choose to DEFEND with that face-down SOUL for 0 SP.

*\* BUT ONLY IF IT IS IN THE READY POSITION!*

Upon an attack, a player must declare a face-down SOUL to become a DEFENDING SOUL in order for that card to defend. If no DEFENDING SOUL is declared, the attack becomes a DIRECT ATTACK, dealing the LIFE COST of the ATTACKING SOUL to the defending player's LIFE.



*FLIP THE CARD FACE-UP TO DEFEND AGAINST THE ATTACK!*

When a face-down SOUL is chosen to be a DEFENDING SOUL, it is flipped face-up.

The DEFENDING SOUL immediately enters combat with the ATTACKING SOUL.



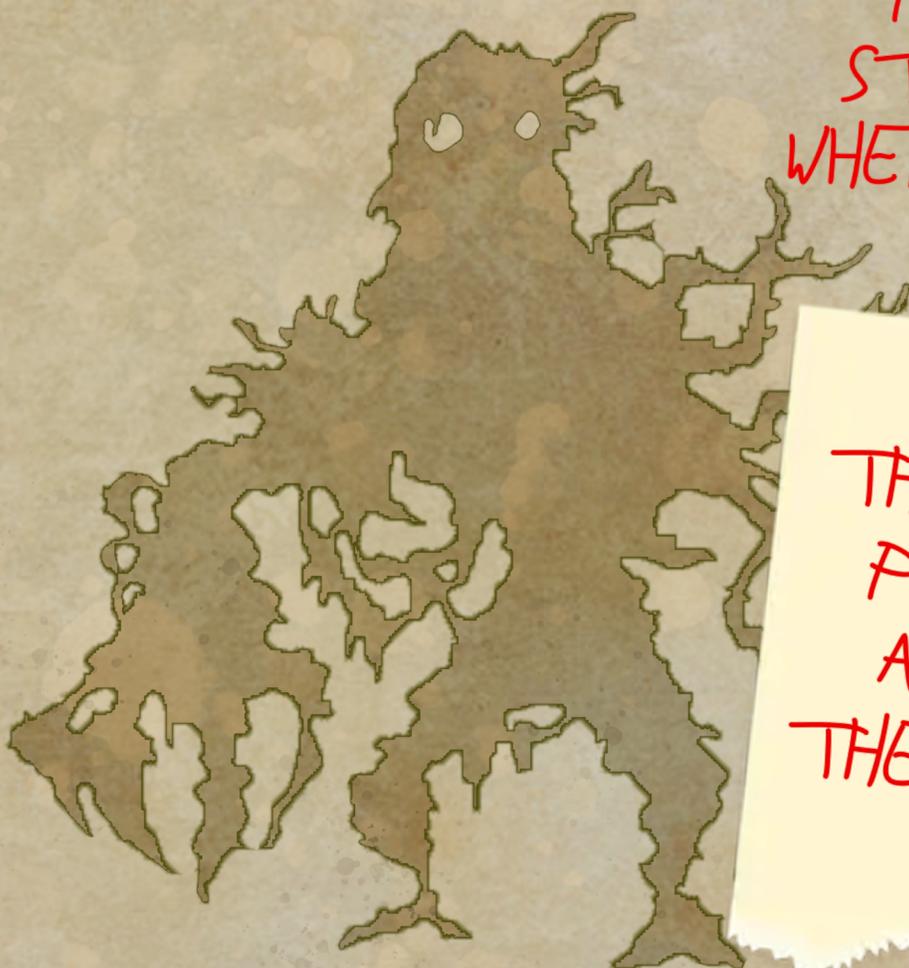
# FINAL STAND

When a player has no Active LIFE cards, they enter what's known as FINAL STAND.

While in FINAL STAND, a player can only lose the game from a DIRECT ATTACK.

PLAYERS IN FINAL  
STAND DO NOT LOSE  
WHEN THEIR SOULS ARE  
DESTROYED

THEY ALSO DO NOT  
PAY LIFE COSTS  
ATTACHED TO  
THEIR WITS CARDS



# KEYWORDS

## ON ATTACK

Effect triggers when that card ATTACKS.

## ON BLOCK

Effect triggers when that card is used to DEFEND.

## ON PLAY

Effect triggers when that card is played onto the Battlefield face-up

## ON FLIP

Effect triggers when that card is flipped face-up while on the Battlefield

## WHEN DESTROYED

Effect triggers when that card leaves the Battlefield as a result of combat or when destroyed by a card's effect

## GRAFT

Active only when that card is attached to another SOUL

## DRAW (X)

Add (X) cards from the top of the deck to player's hand

## DISCARD (X)

Send (X) cards from player's hand to their Abyss

## MILL (X)

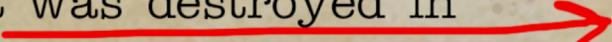
Send (X) cards from the top of player's deck to their Abyss

## SACRIFICE

Send SOULS from the player's Battlefield to their owner's Abyss. A player may only Sacrifice SOULS they control

## REGENERATE (X)

When this card is destroyed in combat and sent to The Abyss, its controller may discard (x) to return it to the battlefield in the position it was destroyed in

  
MORE ON NEXT PAGE

# KEYWORDS

PART  
2

## READY

Vertical card position, indicating the ability to take an action

## USED

Horizontal card position, indicating the inability to take further action

## COST

A prerequisite for a card to resolve. If it cannot be paid, the card is sent to its owner's Dust, face-down

## ABILITY

An activated effect that can only be used when the card is in READY position. Costs 1 SP to activate

## STATIC

Effect that is always active while that card is face-up on the Battlefield

## QUICK

A modifier that allows for that effect/card to be triggered/played at any time

THANK YOU  
FOR PLAYING  
MIRYIAD



JOIN THE DISCORD  
SERVER TO SEE MORE!

